

Detachment Name	Force Citus (Refight 1 - Gogard's Last Stand)	
Detachment Type	Space Marine Armored Detachment	Cost
Psyker		
Commander	Land Raider + HQ	60
Commander		
Commander		

Detachment Main Force		Cost
1	Land Raider	35
2	Land Raider	35
3	Land Raider	35
4		
5		
6		
7		
8		
9		
10		

Detachment Support Force		Cost
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

Unit	Spd	Rng	FP	Aslt	Arm	Notes
L Raider	20	45	2AT	2	6+	Transport

Reserve Speed	20
Half Strength	2
Morale Value	4
Total Point Cost	165

Detachment Name	Force Adonis (Refight 1 - Gogard's Last Stand)	
Detachment Type	Space Marine Infantry Detachment	Cost
Psyker		
Commander	Captain	50
Commander		
Commander		

Detachment Main Force		Cost
1	Devastator Squad	40
2	Devastator Squad	40
3		
4		
5		
6		
7		
8		
9		
10		

Detachment Support Force		Cost
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

Unit	Spd	Rng	FP	Aslt	Arm	Notes
Captain	10	30	1	6	(5+)	
Devastat	10	45	2	2	5+	

Reserve Speed	10
Half Strength	3
Morale Value	3
Total Point Cost	130

Detachment Name	Force Lentus (Refight 1 - Gogard's Last Stand)	
Detachment Type	Space Marine Infantry Detachment	Cost
Psyker		
Commander	Captain + Rhino	57
Commander		
Commander		

Detachment Main Force		Cost
1	Tactical Squad + Rhino	37
2	Tactical Squad + Rhino	37
3	Tactical Squad + Rhino	37
4		
5		
6		
7		
8		
9		
10		

Detachment Support Force		Cost
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

Unit	Spd	Rng	FP	Aslt	Arm	Notes
Captain	10	30	1	6	(5+)	
Tactical	10	30	1	3	5+	Rfire
Rhino	30	-	0	0	5+	Transport

Reserve Speed	30
Half Strength	6
Morale Value	4
Total Point Cost	168

GREAT GARGANT

The mightiest Warbosses command their Mekboys to build immense Great Gargants for them to take into battle. These beweened monstrosities move forward with da Boyz and the Battlewagons, using their huge guns to pound the foe into oblivion in typical Orky style.

SPEED	ARMOUR	POWER FIELDS	DAMAGE CAPACITY	ASSAULT	TRANSPORT
15cm	5+	D6+6	18	30	-

HEAD/SHOULDER WEAPONS	FIRE ARC	RANGE	FIREPOWER	NOTES
Gaze of Gork (Head)	All Round	30cm	(1)	Always roll 1 die, needing a 2+ to hit. Hits always cause critical hits on war engines.
Left Shoulder Battery	All Round	45cm	3	-
Right Shoulder Battery	All Round	45cm	3	-

ARM WEAPONS (Pick 2)	FIRE ARC	RANGE	FIREPOWER	NOTES
Heavy Weapon Battery	Side	45cm	8	-
Lifts Droppa	Side	45cm	(1)	May be used to pick up vehicles and war engines but not infantry. Lifts target if you beat its Damage on a D6. Target may be moved 1cm for each point you beat its Damage by and then it is dropped. The dropped object loses all remaining Damage. Roll a D6 for things dropped on, on a 4+ they take a hit.
Close Combat Weapon	Side	30cm	4	Double Assault value vs other war engines. Always causes Catastrophic Damage against war engines if you win.

BELLY WEAPONS	FIRE ARC	RANGE	FIREPOWER	NOTES
Mega-Cannon	Front	45	(1)	Place Damage template. Roll to hit all units under template, ignoring Armour bonuses for cover. Each attack places an additional Blast marker on the target.

2D6 ROLL	RESULT	DAMAGE	NOTES
2	Shutted Toe	+0 Points	The Gargant is immobilised for the rest of the turn.
3	Right Shoulder Damaged	+1 Point	The weapon may not fire until it is repaired.
4	Left Shoulder Damaged	+1 Point	The weapon may not fire until it is repaired.
5	Right Arm Damaged	+2 Points	The weapon may not fire until it is repaired.
6	Left Arm Damaged	+2 Points	The weapon may not fire until it is repaired.
7	Head Damaged	+0 Points	The weapon may not fire until it is repaired.
8	Belly-Gun Damaged	+3 Points	The weapon may not fire until it is repaired.
9	Flashback	+4 Points	There is a flashback to the Gargant's magazine. No weapons may be fired for the rest of the turn.
10	Fire	+4 Points	Gargant moves at half speed until fire is put out by being repaired. The fire causes +1 point of damage per rally phase until put out.
11	Raging Fires	+4 Points	D6 fires break out (see Fire above).
12	Catastrophic Damage	See table below.	

1D6 ROLL	DAMAGE	NOTES
1-2	Internal Explosions	Wrecked
3-4	Inferno	Burning
5	Magazine Explosion	Destroyed
6	Massive Explosion	Destroyed

Detachment Name	Force Hachiman (Refight 2 - Rescue)	
Detachment Type	Space Marine Infantry Detachment	Cost
Psyker		
Commander	Captain	50
Commander		
Commander		



Reserve Speed	10
Half Strength	3
Morale Value	3
Total Point Cost	150

Detachment Main Force		Cost
1	Assault Squad	34
2	Assault Squad	34
3	Scout Squad	16
4	Scout Squad	16
5		
6		
7		
8		
9		
10		

Detachment Support Force		Cost
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

Unit	Spd	Rng	FP	Aslt	Arm	Notes
Captain	10	30	1	6	(5+)	
Assault	20	15	1	4	5+	Jpacks
Scout	10	30	1	3	5+	Infiltrators

Detachment Name	Force Kharira (Refight 2 - Rescue)	
Detachment Type	Space Marine Armored Detachment	Cost
Psyker		
Commander	Land Raider + HQ	60
Commander		
Commander		



Reserve Speed	20
Half Strength	5
Morale Value	7
Total Point Cost	330

Detachment Main Force		Cost
1	Land Raider	35
2	Land Raider	35
3	Land Raider	35
4	Land Raider	35
5	Whirlwind	26
6	Whirlwind	26
7	Whirlwind	26
8	Whirlwind	26
9	Whirlwind	26
10		

Detachment Support Force		Cost
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

Unit	Spd	Rng	FP	Aslt	Arm	Notes
L Raider	20	45	2AT	2	6+	Transport
Whirlwind	30	45	B	0	5+	Artillery

Detachment Name	Force Krysha (Refight 2 - Rescue)	
Detachment Type	Space Marine Infantry	Cost
Psyker		
Commander	Captain + Rhino	57
Commander		
Commander		



Reserve Speed	30
Half Strength	5
Morale Value	4
Total Point Cost	168

Detachment Main Force		Cost
1	Tactical Squad + Rhino	37
2	Tactical Squad + Rhino	37
3	Tactical Squad + Rhino	37
4		
5		
6		
7		
8		
9		
10		

Detachment Support Force		Cost
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

Unit	Spd	Rng	FP	Aslt	Arm	Notes
Captain	10	30	1	6	(5+)	
Tactical	10	30	1	3	5+	Rfire
Rhino	30	-	0	0	5+	Transport

Detachment Name	Badruk's Speedas (Refight 2 - Rescue)	
Detachment Type	Ork Warband	Cost
Psyker		
Commander	Warboss Stompa	64
Commander		
Commander		



Reserve Speed	15
Half Strength	6
Morale Value	5
Total Point Cost	202

Detachment Main Force		Cost
1	Ork Boyz	9
2	Ork Boyz	9
3	Ork Boyz	9
4	Ork Boyz	9
5	Ork Boyz	9
6	Ork Boyz	9
7		
8		
9		
10		

Detachment Support Force		Cost
1	Battlewagon	14
2	Battlewagon	14
3	Battlewagon	14
4	Battlewagon	14
5	Battlewagon	14
6	Battlewagon	14
7		
8		
9		
10		

Unit	Spd	Rng	FP	Aslt	Arm	Notes
Wstompa	15	45	4	8	(5+)	
Boyz	10	30	1	2	4+	

Detachment Name	Urglag's Blastas (Refight 2 - Rescue)	
Detachment Type	Ork Warband	Cost
Psyker		
Commander	Warboss Stompa	64
Commander		
Commander		



Reserve Speed	10
Half Strength	3
Morale Value	4
Total Point Cost	157

Detachment Main Force		Cost
1	Shooty Boyz	17
2	Shooty Boyz	17
3	Shooty Boyz	17
4		
5		
6		
7		
8		
9		
10		

Detachment Support Force		Cost
1	Big Gunz	14
2	Big Gunz	14
3	Big Gunz	14
4		
5		
6		
7		
8		
9		
10		

Unit	Spd	Rng	FP	Aslt	Arm	Notes
Wstompa	15	45	4	8	(5+)	
Boyz	10	30	1	2	4+	

Detachment Name	Grizzard da Magnifisunt an' der Ladz (Refight 2 - Rescue)	
Detachment Type	Ork Warband	Cost
Psyker		
Commander	Warboss Stompa	64
Commander		
Commander		



Reserve Speed	10
Half Strength	7
Morale Value	5
Total Point Cost	242

Detachment Main Force		Cost
1	Boarboyz	13
2	Boarboyz	13
3	Boarboyz	13
4	Stormboyz	12
5	Stormboyz	12
6	Stormboyz	12
7	Kommandos	12
8	Kommandos	12
9	Kommandos	12
10		

Detachment Support Force		Cost
1	Bikeboyz	13
2	Bikeboyz	13
3	Bikeboyz	13
4	Battlewagon	14
5	Battlewagon	14
6		
7		
8		
9		
10		

Unit	Spd	Rng	FP	Aslt	Arm	Notes
Wstompa	15	45	4	8	(5+)	
BoarBoyz	20	15	1	3	5+	Calvary
Stormboyz	20	15	1	3	4+	Jpack
Kommand	10	30	1	2	4+	Infiltrators

Detachment Name	Force Subodai (Refight 3 - Hellblade Mountains)					
Detachment Type	Space Marine Infantry Detachment					Cost
Psyker						
Commander	Captain					50
Commander						
Commander						

Detachment Main Force		Cost
1	Terminator Squad	19
2	Terminator Squad	19
3	Scout Squad	16
4	Scout Squad	16
5		
6		
7		
8		
9		
10		

Unit	Spd	Rng	FP	Aslt	Arm	Notes
Captain	10	30	1	6	(5+)	
Terminator	10	30	1	3	(5+)	
Scout	10	30	1	3	5+	Infiltrators

Detachment Support Force		Cost
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

Unit	Spd	Rng	FP	Aslt	Arm	Notes

Reserve Speed	10
Half Strength	2
Morale Value	3
Total Point Cost	120

Detachment Name	Bogrots Boyz (Refight 3 - Hellblade Mountains)					
Detachment Type	Ork Warband					Cost
Psyker	Weirdboy					20
Commander	Warboss					40
Commander						
Commander						

Detachment Main Force		Cost
1	Nobz	14
2	3 Boyz	27
3	3 Boyz	27
4	3 Boyz	27
5	3 Boyz	27
6	3 Gretchin	15
7	3 Gretchin	15
8	3 Gretchin	15
9		
10		

Unit	Spd	Rng	FP	Aslt	Arm	Notes
Warboss	10	30	1	4	(5+)	
Weirdboy	10	30	1	2	5+	Psyker
Nobz	10	30	1	4	(5+)	
Boyz	10	30	1	2	4+	

Detachment Support Force		Cost
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

Unit	Spd	Rng	FP	Aslt	Arm	Notes
Gretchin	10	15	1	1	3+	

Reserve Speed	10
Half Strength	12
Morale Value	5
Total Point Cost	227

Detachment Name	Force Kaunti (Refight 3 - Hellblade Mountains)					
Detachment Type	Space Marine Armored Detachment					Cost
Psyker						
Commander	Land Raider + HQ					60
Commander						
Commander						

Detachment Main Force		Cost
1	Land Raider	35
2	Land Raider	35
3	Land Raider	35
4	Land Raider	35
5	Land Raider	35
6		
7		
8		
9		
10		

Unit	Spd	Rng	FP	Aslt	Arm	Notes
L Raider	20	45	2AT	2	6+	Transport

Detachment Support Force		Cost
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

Unit	Spd	Rng	FP	Aslt	Arm	Notes

Reserve Speed	20
Half Strength	3
Morale Value	5
Total Point Cost	235

Detachment Name	Da Profeshernalz (Refight 3 - Hellblade Mountains)					
Detachment Type						Cost
Psyker	Weirdboy					20
Commander	Warboss					40
Commander						
Commander						

Detachment Main Force		Cost
1	Kommandos	12
2	Kommandos	12
3	Kommandos	12
4		
5		
6		
7		
8		
9		
10		

Unit	Spd	Rng	FP	Aslt	Arm	Notes
Warboss	10	30	1	4	(5+)	
Weirdboy	10	30	1	2	5+	Psyker
Kommand	10	30	1	2	4+	Infiltrators

Detachment Support Force		Cost
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

Unit	Spd	Rng	FP	Aslt	Arm	Notes

Reserve Speed	10
Half Strength	2
Morale Value	2
Total Point Cost	96

Detachment Name	Force Susanowo (Refight 3 - Hellblade Mountains)					
Detachment Type						Cost
Psyker						
Commander	Captain + Rhino					57
Commander						
Commander						

Detachment Main Force		Cost
1	Tactical Squad + Rhino	37
2	Tactical Squad + Rhino	37
3	Tactical Squad + Rhino	37
4		
5		
6		
7		
8		
9		
10		

Unit	Spd	Rng	FP	Aslt	Arm	Notes
Captain	10	30	1	6	(5+)	
Tactical	10	30	1	3	5+	Rfire
Rhino	30	-	0	0	5+	Transport

Detachment Support Force		Cost
1	Whirlwind	26
2		
3		
4		
5		
6		
7		
8		
9		
10		

Unit	Spd	Rng	FP	Aslt	Arm	Notes
Whirlwind	30	45	B	0	5+	Artillery

Reserve Speed	30
Half Strength	6
Morale Value	4
Total Point Cost	194

Detachment Name	Der Gunnerz (Refight 3 - Hellblade Mountains)					
Detachment Type						Cost
Psyker						
Commander	Warboss in Battlewagon					54
Commander						
Commander						

Detachment Main Force		Cost
1	Shooty Boyz	17
2	Shooty Boyz	17
3	Shooty Boyz	17
4		
5		
6		
7		
8		
9		
10		

Unit	Spd	Rng	FP	Aslt	Arm	Notes
WBWagon						
Shooty	10	45	2	1	4+	

Detachment Support Force		Cost
1	Stompa	32
2	Stompa	32
3	Stompa	32
4		
5		
6		
7		
8		
9		
10		

Unit	Spd	Rng	FP	Aslt	Arm	Notes
Stompa	15	45	4	4	5+	

Reserve Speed	10
Half Strength	4
Morale Value	5
Total Point Cost	201

Detachment Name	Force Firmus (Refight 4 - The Sulphur River)	
Detachment Type	Space Marine Infantry Detachment	Cost
Psyker		
Commander	Captain + Rhino	57
Commander		
Commander		



Reserve Speed	20
Half Strength	8
Morale Value	7
Total Point Cost	320

Detachment Main Force		Cost
1 Terminator Squad + Land Raider		54
2 Assault Squad + Rhino		41
3 Assault Squad + Rhino		41
4 Tactical Squad + Rhino		37
5 Bike Unit		10
6 Bike Unit		10
7		
8		
9		
10		

Detachment Support Force		Cost
1 Land Raider		35
2 Land Raider		35
3		
4		
5		
6		
7		
8		
9		
10		

Unit	Spd	Rng	FP	Aslt	Arm	Notes
Captain	10	30	1	6	(5+)	
Terminator	10	30	1	3	(5+)	
Assault	20	15	1	4	5+	Jpacks
Tactical	10	30	1	3	5+	Rfire

Unit	Spd	Rng	FP	Aslt	Arm	Notes
Bike	35	15	1	2	4+	
L Raider	20	45	2AT	2	6+	Transport
Rhino	30	-	0	0	5+	Transport

Detachment Name	Force Tardus (Refight 4 - The Sulphur River)	
Detachment Type	Space Marine Infantry Detachment	Cost
Psyker		
Commander	Captain + Rhino	57
Commander		
Commander		



Reserve Speed	20
Half Strength	5
Morale Value	4
Total Point Cost	151

Detachment Main Force		Cost
1 Devastator Squad + Rhino		47
2 Devastator Squad + Rhino		47
3		
4		
5		
6		
7		
8		
9		
10		

Detachment Support Force		Cost
1 Land Raider		
2 Land Raider		
3		
4		
5		
6		
7		
8		
9		
10		

Unit	Spd	Rng	FP	Aslt	Arm	Notes
Captain	10	30	1	6	(5+)	
Devastat	10	45	2	2	5+	
Rhino	30	-	0	0	5+	Transport

Unit	Spd	Rng	FP	Aslt	Arm	Notes
L Raider	20	45	2AT	2	6+	Transport

Detachment Name	Force Supra (Refight 4 - The Sulphur River)	
Detachment Type	Space Marine Armored Detachment	Cost
Psyker		
Commander	Whirlwind + HQ	51
Commander		
Commander		



Reserve Speed	30
Half Strength	3
Morale Value	4
Total Point Cost	181

Detachment Main Force		Cost
1 Whirlwind		26
2 Whirlwind		26
3 Whirlwind		26
4 Whirlwind		26
5 Whirlwind		26
6		
7		
8		
9		
10		

Detachment Support Force		Cost
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

Unit	Spd	Rng	FP	Aslt	Arm	Notes
Whirlwind	30	45	B	0	5+	Artillery

Unit	Spd	Rng	FP	Aslt	Arm	Notes
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Detachment Name	Gazbold's Speed Boyz (Refight 4 - The Sulphur River)	
Detachment Type	Ork Warband	Cost
Psyker	Weirdboy Battlewagon	26
Commander	Warboss	40
Commander		
Commander		



Reserve Speed	20
Half Strength	11
Morale Value	7
Total Point Cost	326

Detachment Main Force		Cost
1 2 Nobz		28
2 2 Nobz		28
3 2 Nobz		28
4 Boarboyz		13
5 Boarboyz		13
6 Boarboyz		13
7 Bikeboyz		13
8 Bikeboyz		13
9 Bikeboyz		13
10		

Detachment Support Force		Cost
1 Battlewagon		14
2 Battlewagon		14
3 Battlewagon		14
4 Battlewagon		14
5 Battlewagon		14
6 Battlewagon		14
7 Battlewagon		14
8		
9		
10		

Unit	Spd	Rng	FP	Aslt	Arm	Notes
Warboss	10	30	1	4	(5+)	
Weirdboy	10	30	1	2	5+	Psyker
Nobz	10	30	1	4	(5+)	
Boarboys	20	15	1	3	5+	Calvary

Unit	Spd	Rng	FP	Aslt	Arm	Notes
Bikeboyz	35	45	1	1	4+	
Bwagon	25	45	1	2	5+	

Detachment Name	Waaa-Dreg's Stompas (Refight 4 - The Sulphur River)	
Detachment Type	Ork Warband	Cost
Psyker	Weirdboy Battlewagon	26
Commander	Warboss Stompa	64
Commander		
Commander		



Reserve Speed	10
Half Strength	11
Morale Value	7
Total Point Cost	333

Detachment Main Force		Cost
1 Shooty Boyz		17
2 Shooty Boyz		17
3 Shooty Boyz		17
4 3 Boyz		27
5 3 Boyz		27
6 3 Boyz		27
7 3 Boyz		27
8 2 Gretchin		10
9 2 Gretchin		10
10		

Detachment Support Force		Cost
1 Stompa		32
2 Stompa		32
3		
4		
5		
6		
7		
8		
9		
10		

Unit	Spd	Rng	FP	Aslt	Arm	Notes
Wstompa	15	45	4	8	(5+)	
WeirdWag	10	30	1	2	5+	Psyker
Shooty	10	45	5	1	4+	
Boyz	10	30	1	2	4+	

Unit	Spd	Rng	FP	Aslt	Arm	Notes
Stompa	15	45	4	4	5+	
Gretchin	10	15	1	1	3+	

Detachment Name	Force Specula (Refight 5 - Breakout)	
Detachment Type	Space Marine Infantry Detachment	Cost
Psyker		
Commander	Captain	50
Commander		
Commander		



Reserve Speed	10
Half Strength	3
Morale Value	4
Total Point Cost	170

Detachment Main Force		Cost
1	Devastator Squad	40
2	Devastator Squad	40
3	Devastator Squad	40
4		
5		
6		
7		
8		
9		
10		

Detachment Support Force		Cost
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

Unit	Spd	Rng	FP	Aslt	Arm	Notes
Captain	10	30	1	6	(5+)	
Devastat	10	45	2	2	5+	

Detachment Name	Warlord Nah-Badun an' der Retinue (Refight 5 - Breakout)	
Detachment Type	Ork Warlord	Cost
Psyker	Weirdboy Warphead Battlewagon	30
Commander	Warlord + Battlewagon	64
Commander		
Commander		



Reserve Speed	25
Half Strength	3
Morale Value	3
Total Point Cost	141

Detachment Main Force		Cost
1	Nobz	14
2	Gretchin	5
3		
4		
5		
6		
7		
8		
9		
10		

Detachment Support Force		Cost
1	Battlewagon	14
2	Battlewagon	14
3		
4		
5		
6		
7		
8		
9		
10		

Unit	Spd	Rng	FP	Aslt	Arm	Notes
Warlord	10	30	1	4	(5+)	Commander
WarpBW	25	45	1	4	(5+)	
Nobz	10	30	1	4	(5+)	
Gretchin	10	15	1	1	3+	

Unit	Spd	Rng	FP	Aslt	Arm	Notes
Bwagon	25	45	1	2	5+	

Detachment Name	Force Ceptio (Refight 5 - Breakout)	
Detachment Type	Space Marine Infantry Detachment	Cost
Psyker		
Commander	Captain + Land Raider	85
Commander		
Commander		



Reserve Speed	20
Half Strength	4
Morale Value	4
Total Point Cost	187

Detachment Main Force		Cost
1	Assault Squad	34
2	Assault Squad	34
3	Assault Squad	34
4		
5		
6		
7		
8		
9		
10		

Detachment Support Force		Cost
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

Unit	Spd	Rng	FP	Aslt	Arm	Notes
Captain	10	30	1	6	(5+)	
Assault	20	15	1	4	5+	Jpacks
L Raider	20	45	2AT	2	6+	Transport

Detachment Name	Da Chargerz (Refight 5 - Breakout)	
Detachment Type	Ork Kult of Speed	Cost
Psyker		
Commander	Warboss	40
Commander		
Commander		



Reserve Speed	25
Half Strength	5
Morale Value	4
Total Point Cost	163

Detachment Main Force		Cost
1	Battlewagon	14
2	Battlewagon	14
3	Battlewagon	14
4	Battlewagon	14
5	Battlewagon	14
6	Battlewagon	14
7	Bikeboyz	13
8	Bikeboyz	13
9	Bikeboyz	13
10		

Detachment Support Force		Cost
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

Unit	Spd	Rng	FP	Aslt	Arm	Notes
Warboss	10	30	1	4	(5+)	
Bwagon	25	45	1	2	5+	
Bikeboyz	35	45	1	1	4+	

Unit	Spd	Rng	FP	Aslt	Arm	Notes

Detachment Name	Force Odium (Refight 5 - Breakout)	
Detachment Type	Space Marine Infantry Detachment	Cost
Psyker		
Commander	Tactical Squad + Rhino + HQ	62
Commander		
Commander		



Reserve Speed	20
Half Strength	10
Morale Value	7
Total Point Cost	334

Detachment Main Force		Cost
1	Tactical Squad + Rhino	37
2	Tactical Squad + Rhino	37
3	Tactical Squad + Rhino	37
4	Tactical Squad + Rhino	37
5	Tactical Squad + Rhino	37
6		
7		
8		
9		
10		

Detachment Support Force		Cost
1	Land Raider	35
2	Whirlwind	26
3	Whirlwind	26
4		
5		
6		
7		
8		
9		
10		

Unit	Spd	Rng	FP	Aslt	Arm	Notes
Tactical	10	30	1	3	5+	Rfire
Rhino	30	-	0	0	5+	Transport

Unit	Spd	Rng	FP	Aslt	Arm	Notes
L Raider	20	45	2AT	2	6+	Transport
Whirlwind	30	45	B	0	5+	Artillery

Detachment Name	Naffgul's Shooty Boyz (Refight 5 - Breakout)	
Detachment Type		Cost
Psyker		
Commander	Warboss Stompa	64
Commander		
Commander		



Reserve Speed	10
Half Strength	11
Morale Value	7
Total Point Cost	307

Detachment Main Force		Cost
1	Shooty Boyz	17
2	Shooty Boyz	17
3	Shooty Boyz	17
4	3 Boyz	27
5	3 Boyz	27
6	3 Boyz	27
7	3 Boyz	27
8	2 Gretchin	10
9	2 Gretchin	10
10		

Detachment Support Force		Cost
1	Stompa	32
2	Stompa	32
3		
4		
5		
6		
7		
8		
9		
10		

Unit	Spd	Rng	FP	Aslt	Arm	Notes
Wstompa	15	45	4	8	(5+)	
Shooty	10	45	5	1	4+	
Boyz	10	30	1	2	4+	
Gretchin	10	15	1	1	3+	

Unit	Spd	Rng	FP	Aslt	Arm	Notes
Stompa	15	45	4	4	5+	